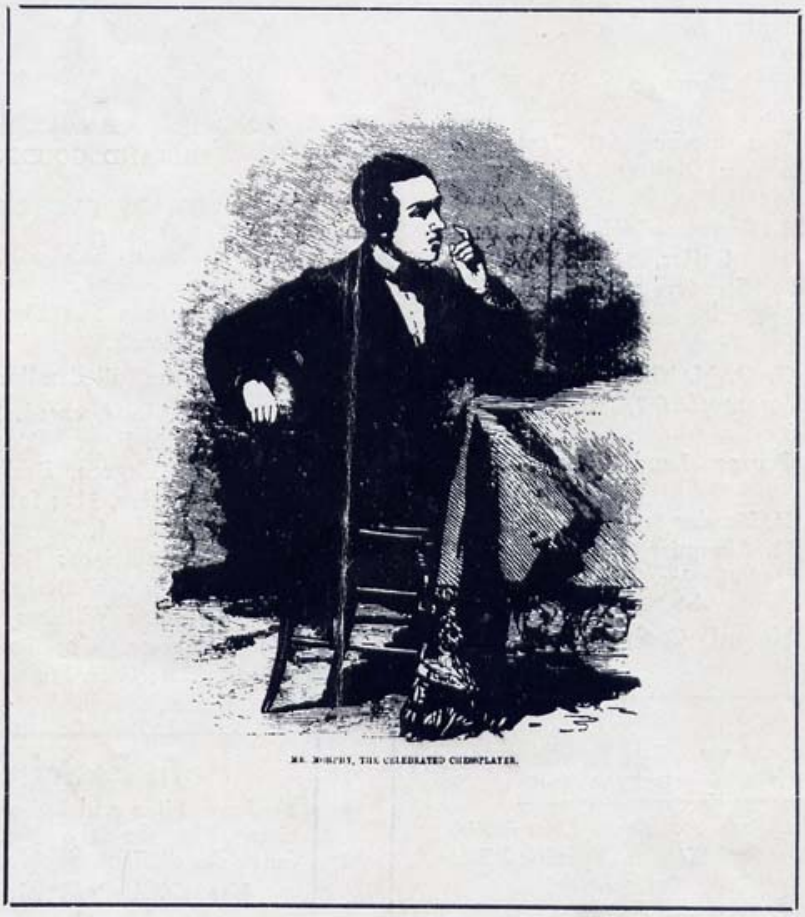
chess digest

Vol. 3—No. 6



An Anniversary in July

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awards to winners

By GEORGE CROY

The following won a year's subscription to "Chess Digest," as prizes from the Los Angeles County Chess League.

"A" League

Board 1 Jim Cross 5½ - ½, Hollywood Chess Group.
Board 2 Wm. Steckel, 6-0, Santa Monica.
Board 3 Arthur Spiller 4½ - 1½, Santa Monica.
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Board 5 Sam Geller, 5-1, Los Feliz.
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"B" League:

Board 1 G. O. N. Thomas 6-2, Inglewood. and L. Woronzoff 6-2, Hollywood Chess Group.
Board 2 George Lauderbach, 6-2, Inglewood.
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ROLAND GOUDSWAARD

wins junior match

Roland Goudswaard, of Santa Rosa High School, was winner of the championship organized by the San Francisco Chronicle's School for Youth.

Here are the full details:

1. Roland Goudswaard, 5; 2. Luc Huang, Oakland, 4; 3. Eugene Tom, San Francisco, 4; 4. Neil Hultgren, Berkeley, 4; 5. Larry Sherrill, Berkeley, 3½; followed by R. Holten, Santa Rosa; M. Benes, Berkeley; Robert Currie, San Francisco; Jim Lieberman, Oakland; Krehe Ritter, Berkeley; Wesley Griffith, Woodland; William Colescott, Woodland; John Fitz, Woodland; Patricia Katz, San Francisco; Glen Hultgren, Berkeley, and Victor Chinn, Oakland.

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On the cover this month is Paul Morphy, the United States and unofficial world chess champion of the last century. The picture, taken while he played a blindfold match in London in the middle 1800's, appeared in the Illustrated London News of that time. He was born June 22, 1837, died July 10, 1884.

return to hastings

By DR. H. J. RALSTON

It is September 2, 1895. The last round of the great Hastings tournament is about to be played. A young American named Harry Pillsbury has been the sensation of the tournament, and now, by winning his game with Gunsberg, he can assure himself of first prize. The spectators are rooting for him, for he is only twenty-two years old, and has been studying chess only five years. Invited to play in the tournament only with some misgivings, he has more than held his own with the greatest masters of Europe and America.

The scores of the leaders at the beginning of the twenty-first and last round:

Pillsbury	15½	
Tchigorin	15	
Lasker	14½	
Tarrasch	12	(one adjourned game)
Steinitz	12	(one adjourned game)
Schlechter	11	

White—H. N. Pillsbury Black—I. Gunsberg

Notes by Emanuel Lasker

1. P-Q4 P-Q4 3. P-K3 P-KN3
2. P-QB4 P-QB3 4. N-QB3 B-N2

Black chooses a peculiar, but not altogether sound manner of development. The objection to this mode of bringing the bishop out is that it costs two moves, brings the bishop on a line which is blocked, and allows the first player possibilities of a kingside attack beginning with P-KR4.

5. N-B3 N-B3 8. BxP N-Q4
6. B-Q3 O-O 9. P-B4 B-K3
7. N-K5 PxP 10. Q-N3

So far White has treated the opening to perfection; but here 10. B-Q3, soon to be followed by P-KR4, seems preferable.

10. . . . . P-QN4 13. QxQ PxQ
11. BxN BxB 14. N-Q3
12. NxB QxN

He must now try to reserve his knight for the ending, as the abundance of obstructions leaves little scope to the bishops and rooks.

14. . . . . N-Q2 19. R-QB1 RxR
15. B-Q2 KR-B1 20. BxR B-Q3
16. K-K2 P-K3 21. B-Q2 K-B1
17. KR-QB1 B-B1 22. B-N4 K-K2
18. RxR RxR 23. B-B5 P-QR3?

Almost obviously 23 . . . . P-QR4 would have been better, and would have reduced White's chance for a win to zero. For instance: 24. P-QN4, PxP; 25. BxP, BxB; 26. NxB, K-Q3; 27. P-N4, P-B3; soon to be followed by P-K4.

8	3P1P2
3nkp1p	3NP3
p2bp1p1	PP2K1PP
1pBp4	8

White to make his 24th move

24. P-QN4 P-B3 25. P-N4 BxB?

And here 25. . . . . NxB; 26. NPxN, B-B2 would have left the game perfectly even, a bishop being so much more suitable for stopping advancing pawns than a knight.

26. NPxB N-N1

His best continuation was 26. . . . P-QR4, when the following play would have been possible: 27. P-B5, P-N4; 28. P-B6, N-N3; 29. N-B5, PxP; 30. PxP, K-Q3; 31. N-N7 ch, KxP; 32. NxPch, K-B2; and Black has, if anything, the better chance, as he threatens N-B5-Q3.

27. P-B5!

White's play from here until the end is of the highest order. If this pawn is taken, 27. . . . NPxP; 28. PxP, PxP; then 29. N-B4 follows, which would ensure to White the advantage of two united passed center pawns. If, on the other hand, 27. . . . KPxP; 28. PxP, P-N4; 29. N-N4 would lead to the same result.

27. . . . . P-N4 29. P-B6
28. N-N4 P-QR4

Threatening P-B7.

29. . . . . K-Q3 30. PxP!

If now 30. . . ., PxN; 31. P-K7, KxP; 32. P-B7 wins.

30. . . . NxP 32. P-K4!
31. NxN KxN

The key to this remarkable combination. Whether the offered pawn is taken or not, White will always win with his two united passed pawns, e.g., 32. . . . K-Q3; 33. PxP, K-K2; 34. K-K3, K-Q3; 35. K-K4, K-K2; 36. K-B5, P-N5; 37. P-Q6ch wins.

32. . . . . PxP 34. K-K3 P-N5
33. P-Q5ch K-Q3

34. . . . P-B4 would be answered by 35. PxP, P-QN5; 36. P-B6, P-R5; 37. P-B7, K-K2; 38. P-Q6ch, K-B1; 39. P-Q7, K-K2; 40. P-B8 queen ch and wins.

35. KxP P-R5 38. K-B4 P-B4
36. K-Q4 P-R4 39. P-R6 P-B5
37. PxP P-R6 40. P-R7 Resigns

A shout goes up from the audience (which is strictly against the rules!) A worthy successor to Paul Morphy has appeared.

on planning and judging in chess

(Following is the third part of an article by Dr. Max Euwe, world-renowned chess master. The article will be continued in subsequent issues of Chess Digest—Ed.)

By Dr. MAX EUWE

We now give a number of positions in which there is no question of mate but only of a preponderance of mate. By this we mean an advantage of two pawns or the exchange or perhaps a piece with a minority of one or two pawns.

When the excess material is represented by a Rook or Queen, the position may be abnormal.

1. P-Q4, P-Q4; 2. P-QB4, P-K3; 3. Kt-QB3, Kt-KB3; 4. Kt-B3, P-B4; 5. B-Kt5, PxQP; 6. KKtxP, P-K4; 7. Kt(Q4)-Kt5, P-QR3; 8. KtxP, PxKT; 9. KtxKtch. Diagram 1.

Diagram 1

A well-known trap by which White appears to win the exchange after 9. . . ., PxKt; 10. QxQch, KxQ; 11. BxPch.

But Black has a stronger line in 9. . . ., QxKt; 10. BxQ, B-Kt5ch; 11. Q-Q2, BxQch; 12. KxB, PxB; and Black remains a piece up.

1. P-Q4, P-Q4; 2. P-QB4, P-K3; 3. Kt-QB3, P-QB4; 4. PxQP, KPxP; 5. Kt-B3, Kt-QB3; 6. P-KKt3, Kt-B3; 7. B-Kt2, B-K2; 8. Castles, Castles; 9. B-Kt5, P-B5; 10. Kt-K5, Q-Kt3; 11. BxKt, BxB; 12. KtxQP, QxQP? Diagram 2.

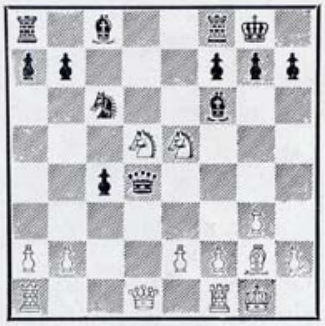

Diagram 2

White wins a piece: 13. KtxBch, PxKt; 14. KtxKt, QxQ; 15. Kt-K7ch, K-R1; 16. QRxQ.

A well-known maneuver which occurs in various positions as, for instance, in the following:

1. P-Q4, P-Q4; 2. P-QB4, P-K3; 3. Kt-QB3, P-QB4; 4. PxQP, KPxP; 5. Kt-B3, Kt-QB3; 6. P-KKt3, P-B5; 7. B-Kt2, B-QKt5; 8. Castles, KKt-K2; 9. P-K4, Castles; 10. KtxP, KtxKt;11. PxKt, QxP; 12. P-QR3, (to free K7 for the White Knight) B-R4; 13. Kt-K5, QxP; 14. KtxKt, QxQ; 15. Kt-K7ch, K-R1; 16. RxQ, and again White has won a piece.

1. P-QB4, Kt-KB3; 2. Kt-QB3, P-K3; 3. P-K4, P-B4; 4. P-KKt3, P-Q4; 5. P-K5, P-Q5; 6. PxKt, PxKt; 7. KtPxP, QxP; 8. P-Q4, PxP; 9. PxP, B-Kt5ch; 10. B-Q2, QxP; 11. Q-K5ch; 12. B-K2, QxR; 13. Q-Q6, Kt-B3. Diagram 3.

Diagram 3

White wins with a combinative idea which required calculation: 14. B-B3, QxKtch; 15. K-K2, and wins because 15. . . ., QxR; fails after 16. BxKtch, and mate next move.

1. P-Q4, P-Q4; 2. P-QB4, P-K3; 3. Kt-KB3, Kt-KB3; 4. Kt-B3, B-K2; 5. P-K3, Castles; 6. P-QKt3, P-B4; 7. B-Q3, P-QKt3;

8. Castles, B-Kt2; 9. B-Kt2, Kt-B3; 10. R-B1, R-B1; 11. Q-K2, BPxP; 12. KPxP, PxP; 13. PxP, KtxP?; 14. KtxKt, QxKt. Diagram 4.

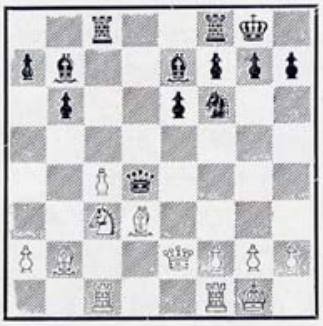

Diagram 4

Black has been too greedy and has carelessly exposed his Queen to an indirect attack, a common fault in this type of opening, which here receives short shrift. 15. Kt-Q5, Q-B4; 16. BxKt, and now:

(1) 16. . . ., BxB; 17. Q-K4, and wins.

(2) 16. . . ., PxB; 17. Q-Kt4ch, K-R1; 18. Q-R4, etc.

1. P-Q4, P-Q4; 2. P-QB4, P-QB3; 3. Kt-KB3, Kt-B3; 4. Kt-B3, PxP; 5. P-QR4, P-K3; 6. P-K4, B-Kt5; 7. P-K5, Kt-K5; 8. Q-B2, Q-Q4; 9. B-K2, P-QB4; 10. Castles, Kt-xKt; 11. PxKt, PxP; 12. PxP, P-B6; 13. B-Q2, Q-R4; 14. BxP, BxB; 15. R-R3, B-Q2; 16. RxB, BxP. Diagram 5. Another example of greed punished.

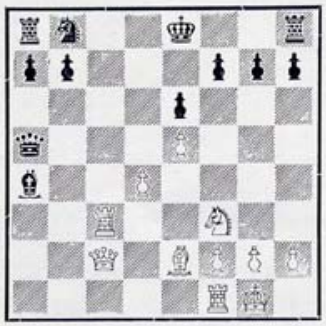

Diagram 5

White wins surprisingly with 17. B-Kt5ch, and now:

(1) 17. . . ., QxB; 18. R-B8ch, K-K2; 19. Q-B7ch, Kt-Q2; 20. Q-Q6 mate (if 19. . . ., Q-Q2; 20. Q-B5ch, and mate next move).

(2) 17. . . ., BxB; 18. R-B8ch, K-Q2; 19. RxR, and wins for if 29. . . ., BxR; 30. Q-B8ch, and mate to follow.

1. P-K4, P-QB3; 2. P-Q4, P-Q4; 3. PxP, PxP; 4. P-QB4, Kt-KB3; 5. Kt-QB3, Kt-B3; 6. B-Kt5, PxP; 7. P-Q5, Kt-QR4; 8. P-QKt4, PxPe.p.; 9. PxP, P-K3; 10. B-Kt5ch. Diagram 6.

Diagram 6

White obtains the advantage after 10. . ., K-K2; 11. P-Q6ch, QxP; 12. QxQch, KxQ; 13. RxKt.

If Black plays 10. . . ., B-Q2; (instead of K-K2) the sequel is: 11. BxKt, with the following two alternative continuations: (a) 11. . . ., QxB; 12. BxBch, KxB; 13. PxP db.ch; or (b) 11. . . ., PxB; 12. BxBch, QxB; 13. KKt-K2, with a favorable game for White who threatens RxKt, (not on move 13 because of 13. RxKt (instead of KKt-K2,) B-Kt5) while the Black King is in a precarious situation.

1. P-K4, P-QB3; 2. P-Q4, P-Q4; 3. Kt-QB3, PxP; 4. KtxP, Kt-B3; 5. Kt-Kt3, P-KR4; 6. B-KKt5, P-R5; 7. BxKt, PxKt; 8. B-K5, RxP; Diagram 7. White has allowed

Diagram 7

the capture at KR2, because the Bishop is controlling that critical square. He therefore plays RxR, with full confidence. But his confidence is rudely shattered by the surprise maneuver: 9. . . ., Q-R4ch; 10. P-B3, QxBch; 11. PxQ, PxR; and after queening his pawn White remains a piece ahead.

Let us finish this chapter with a more complicated example.

1. P-K4, P-QB3; 2. P-Q4, P-Q4; 3. Kt-QB3, PxP; 4. KtxP, Kt-B3; 5. Kt-Kt3, P-K4; 6. Kt-B3, PxP; 7. KtxP, B-B4; 8. Q-K2ch, B-K2; 9. B-K3, P-B4; 10. QKt-B5, Castles; 11. Q-B4, R-K1; 12. B-Q3, P-QKt3; 13. Castles QR, B-R3. Diagram 8.

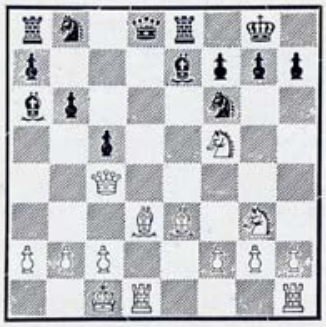

Diagram 8

Black has left his Queen exposed to the Rook on the open Q file secure in the thought that White's Queen is en prise. He has overlooked the point, however, as the following variations will show.

14. Kt-R6ch, PxKt; 15. BxPch, and now:

(1) 15. . . ., KxB; 16. QxPch, K-R1; 17. RxQ, BxR; 18. Kt-R5, etc.

(2) 15. . . ., KtxB; 16. Q-Kt4ch, K-R1; 17. RxQ, etc.

2(a) 17. . . ., RxR; 18. Q-K4. 2(b) 17. . . ., BxR; 18. Q-B3.

(3) 15. . . . K-R1; (the least evil) 16. RxQ, BxQ; 17. RxRch, KtxR; 18. B-K4, Kt-B3; 19. BxKt, and White will be two important pawns ahead as Black's KRP must fall.

In all the examples in this article, we have only touched the fringe of our main subject, judging and planning chess. We had, however, to pay due attention to such positions in which possibilities of either mating or of extensive material gain were present. The problem in each case depended for its solution on some measure of tactical skill rather than positional judgment. Such possibilities are moreover easily overlooked by a player too intent on positional considerations.

The big problems have, however, still to be tackled and the present article is but a small beginning.

(To Be Continued)

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U.S.S.R. . . . the championship

These notes were translated especially for "Chess Digest" by Dr. H. J. Ralston, San Francisco.

White: Geller Black: Smyslow

Opening—Nimzodian

1. P-Q4	N-KB3	4. P-QR3	BxNch
2. P-QB4	P-K3	5. PxB	N-B3
3. N-QB3	B-N5		

A system recommended by Reti. The idea is to attack the weak pawn at White's QB4 as quickly as possible, with P-QN3 and B-R3. 6. P-B5? is not good, since after 6. . . ., P-QN3, 7. PxP, RPxP; Black stands well.

6. P-B3	P-QN3	9. B-R4	N-QR4
7. P-K4	B-R3	10. Q-R4	
8. B-N5	P-R3		

Black has succeeded in pinning White's Queen to the defence of the weak Pawn. Black will therefore be able to Castle without fearing too much the threatened King-side attack. It is greatly to the credit of the 24-year-old Odessa student that he nevertheless is able later to smash up Smyslow's apparently secure King-side position.

10. . . .	Q-B1	13. P-K5	R-K1
11. N-R3	N-R2	14. O-O	N-B1
12. B-Q3	O-O	15. N-B4!	P-Q4!

15. . . ., P-KN4 would not be good, since after 16. N-R5, PxB; 17. N-B6ch, K-N2; 18. P-B4, White would have a very strong attack.

16. PxP	BxB	18. P-KB4	N-N3
17. NxB	PxP	19. B-N3	Q-B4

The advance of White's KBP must be prevented.

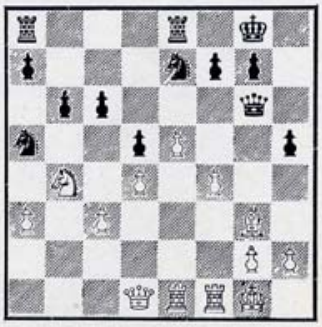
20. N-N4	P-QB3	21. QR-K1	

21. NxBP?, Q-Q2 wins a piece.

21. . . .	P-R4	22. Q-B2	N-K2

The struggle for the square at Black's KB4 begins!

23. Q-Q1 Q-N3



If Black is allowed to post his Knight at KB4 he will have an excellent game, since White will have great difficulty in increasing the activity of his Rooks.

24. P-B5!

White correctly sacrifices a Pawn. The further course of the game shows that the open lines he obtains were not bought at too costly a price.

24. . . .	NxP	28. B-B2	Q-R4
25. R-B3	N-B5	29. Q-B4	P-N3
26. Q-B1	P-R4	30. R-R3	
27. N-Q3	P-KR5		

Threatening to win with 31. P-N4. Black's reply is forced.

30. . . .	Q-R3	33. B-B6	N-N2
31. QxQ	NxQ	34. R-R6	R-K3
32. BxP	N-B4	35. N-B4	RxB

Forced, for after 35. . . ., KR-K, White wins by posting his Knight at KN5.

36. PxR	N-K1	41. R-KR7	R-K8ch
37. NxNP!	PxN	42. K-N2	R-K7ch
38. RxPch	K-B1	43. K-R3	R-KB7
39. P-N4	N1-Q3	44. R-R7	
40. R-K7	R-K1		

If 44. P-N5?, N-K6!; 45. R6-N7, R-B6ch; 46. K-R4, N3-B4ch and wins.

44. . . . .,	N-K6	48. K-R4	R-R6ch
45. R-KR6	R-B6ch	49. K-N5	N-K5ch
46. K-R4	N-N7ch	50 KxN	RxR
47. K-R5	N-B5ch	51. P-N5	

The passed Pawns are so strong that White can hold the game in spite of being a piece down.

51.	RxRP	54. R-R7ch	K-B1
52. K-B5	R-R4	55. R-R8ch	
53. R-R8ch	K-B2		

Drawn. Black cannot allow R-KN7 followed by P-B7. A hard-fought game!

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analysis analyzed

By SHEARON BONNER
San Francisco

In an issue of "California Chess News" (now "Chess Digest") (July, 1949) appears an article by Hyman Gordon entitled "How's Your Analysis?"

Gordon introduces a game with a number of annotations and asks that his readers make comments upon his annotations or make annotations of their own. Gordon states that he is starting something new; and although I believe that no one up to now has responded to his request, I am heartily in favor of his new idea. The best way to learn chess is to practice analyzing.

Both for the pleasure it will give me and for the purpose of encouraging the readers of Chess Digest to respond to Gordon's suggestion I would like to reproduce the opening moves of the game introduced by Gordon and make a few comments concerning them.

Gordon chose a game from the U. S. Championship contest at South Fallsburg in 1948, and remarks that "Black tries a seldom played line in the Sicilian Defence and wins." As a matter of fact Albert Sandrin tried this "seldom played line" in three separate games at South Fallsburg, won two and lost one. He won against Adams and Howard, but lost to Kashdan.

Here is the game presented by Gordon, with my comments:

White: W. Adams	Black A. Sandrin
1. P-K4	P-QB4
2. N-KB3	N-QB3
3. P-Q4	PxP
4. NxP	

Up to here the moves are orthodox.

4. . . . . P-Q4

But here is something new—or it it new? This move was tried for the first time in master play by Nimzovitch in a game with Rubinstein at Karlsbad in 1923. Kmoch calls this line the Karlsbad variation.

The game was won by Black, although it took him sixty-one moves to do it.

5. B-QN5

Is this White's best move? Kmoch, in a very interesting analysis of the Karlsbad Variation, gives White three replies: 5. NxN, 5. B-QN5, and 5. PxP, and adds that 5. B-QN5 is considered the main line of the variation. Gordon remarks that "White should give serious study to the line 5. NxN", etc. In this he has sound precedent. Nimzowitch, Lasker, Becker, and MCO all consider 5. NxN probably better than the text move. Kmoch is noncommittal here.

Had Adams played 5. NxN, the game might have continued 5. . . . PxN; 6. PxP, QxP!, and here either

a.) 7. N-Q2, N-KB3; 8. B-K2 when Becker thinks White has the advantage. After 8. . . ., P-K4, however, MCO considers White's advantage to be "negligible."

b.) 7. N-QB3, QxQ; 8. NxQ when Nimzowitch thought that "White has a more compact position" but that "the game may be even."

In the game Rubinstein-Nimzowitch, above mentioned, White played 5. PxP, and the

game continued 5. . . ., QxP; 6. B-K3! (better than NxN, when Black should play either 6. . . ., QxQ or 6. . . ., PxN, but not 6. . . ., QxN as played by Sandrin against Howard. Howard secured a winning position although he lost by later errors) P-K3! (. . ., P-K4 is bad because of 7. N-QB3, B-QN5; 8. N-QN5 when White has the better game) 7. N-B3, B-N5; 8. N-N5, Q-K4; 9. P-QR3, BxN; 10. PxB (making possible the entry at Q6, but at the price of a P), etc.

In a game Steiner-Goldstein, New South Wales, 1943, Black played 6. . . . NxN (instead of 6. . . . P-K3 played by Nimzowitch) and the continuation was 7. N-QB3, N-B6ch; 8. PxN, QxQch; 9. RxQ, B-Q2; 10. N-N5, R-B, and the game soon became even. But Steiner later discovered that 10. B-QN5!, (instead of 10. N-N5), B-B3; 11. BxBch, PxB; 12. K-K2! "gives White a clear positional advantage."

5. . . . . PxP
6. NxN

Here Adams did not make the best of the situation. He made the same mistake that Holzhausen made in a game with Nimzowitch at Dresden in 1926. The strongest move here appears to be 6. O-O, a move not mentioned by Kmoch. e.g. 6. O-O, B-Q2; 7. NxN, BxN; 8. BxBch, PxB; 9. Q-K2 (Ritson Morry-Wood, Blackpool, 1945). Now, if

a.) 9. . . ., N-KB3; 10. N-QB3, P-K3; 11. NxP White has the better position; and if

b.) 9. . . ., P-KB4; 10. P-KB3 White's game is superior.

6. . . . . QxQch
7. KxQ P-QR3
8. N-Q4ch

White again fails to take advantage of his opportunity. He should have played 8. B-R4, a continuation of which Nimzowitch seems to have taken no notice but which Kmoch commends highly. Gordon's suggestion 8. N-K5 seems good also but it is not mentioned by Kmoch. If 8. B-R4 the game can continue 8. . . ., B-Q2; 9. N-QB3, BxN; 10. BxBch, PxB; 11. NxP etc. (Kashden-Sandrin).

8. . . . . PxB
9. B-Q2

9. NxP is answered by 9. . . ., B-N5ch!

9. . . . . P-KB4
10. NxP

Now that Black cannot play . . . B-N5ch, White can safely take the P.

I think Black already has a won game.

from the 19th century

By MILTON FINKELSTEIN
New York

OPENING traps have always had a great fascination for chess students. A new collection appears every few years, to be carefully studied and committed to memory by thousands of us. Somehow, I have always frowned on the opening trap, considering it no more than a dsiplay of memory. The knowledge of opening traps may improve your playing score, but can it really improve your playing ability?

Most of the traps which result in short games today have their origin in some long-past encounter between masters, or between master and amateur. Yet, the great short games of chess history are not traps. No, rather are they the games in which some daring conception, as brilliant as it was far-sighted, succeeded in a position which hardly seemed to contain the pyrotechnics to come. Note, for example, the beautiful collection by Fred Reinfeld, "Relax With Chess," in which ideas rather than opening traps led to victory in game after game.

THE player of genius and the player of deep theoretical understanding do not need traps to produce their masterpieces. Their uncanny position-sense leads them into sacrifices and attacks which seem only too logical and simple in retrospect. Such a playing was "the bold and daring Cochrane," an English civil servant whose chess activity was confined to his rare furloughs back home from his post in India. In the years before 1820, he was one of the most feared adversaries in London. Then he was gone for more than 20 years, reappearing in 1841. His short leave was marked by a series of brilliant games against all comers, of which the one reproduced below is the only one I have been able to unearth.

Notice that Cochrane's opponent is the rankest type of amateur, the typical odds-opponent of the nineteenth century. The amateur plays badly, allowing his position to become fatally open to attack. But then, watch the attack!

(Continued on back page)

national junior championship

Following are the results of the National Junior Championship, 1949, played in Fort Worth, Texas. Notes are by Jim Cross.

White: Kenneth Smith Black: Jim Cross

1. P-Q4 N-KB3 3. P-K3 P-K3
2. N-KB3 P-Q4

3. . . ., B-B4 and if 4. B-Q3, P-K3! is an excellent alternative for Black.

4. B-Q3 P-QN3 7. PxP PxP
5. P-B4 B-N2 8. Q-R4ch P-B3
6. N-K5 B-Q3

The pin is only temporarily annoying. White will be forced to create an organic weakness in his position with P-KB4 sooner or later. Then White's backward king-pawn and his weakened white squares will give Black strong counter-play.

9. N-QB3 O-O 11. P-B4
10. O-O Q-B2

Black's plan is divided into three stages:

1. Expansion on the queen's wing with P-QB4-B5 followed by the gradual advance of the other queen-side pawns.

2. Attempt to exchange a minor piece for White's king-bishop, thus further weakening his white squares.

3. Drive away the powerful knight on K5 followed by control of the king file and eventual occupation of Black's K5.

White will attack on the king-side. Since there is no weakness in the Black king position, and it is doubtful if White will be able to create one, the practical chances of success all favor Black.

11. . . . QN-Q2 12. B-Q2 P-QR3

Black cannot play P-QB4 at once because of 13. N-N5.

13. QR-B P-B4 14. B-B5

An attempt to create complications which is easily met.

14. . . . KR-Q 15. Q-Q

White begins to transfer his pieces to the king-side where he has the advantage in space.

15. . . . N-B 18. R-B3 P-N5
16. P-KN4 P-QN4 19. N-K2 P-QR4
17. Q-K P-B5

The first part of Black's plan has been completed. Black's position is clearly superior: (1) He has the advantage on the queen's wing; should an end-game arise, the possibility of establishing a passed queen-bishop pawn would be a serious threat; (2) His pawn structure is sounder than White's. White's backward king-pawn blocks his queen-bishop, is a weakness in an open file, and leaves a hole at his K4. (3) White's king-side attack is doomed to failure since there is no weakness in the Black king position.

20. R-R3 B-B

Forcing the exchange of White's valuable king-bishop; Step Two of the plan has been accomplished.

21. N-N3 BxB 22. NxB N-K5

The absence of White's king-bishop is already felt. The black knight now settles comfortably in the hole at K5.

23. N-B3

In order to protect the sickly bishop on Q2 and to free the queen for action, the powerful white knight voluntarily beats a retreat.

23. . . . . R-K

End of step three. Black now has a supported outpost in the open king file. Note that a white knight can always be driven out of K5 by P-KB3, while the black knight on black's K5 cannot be attacked by a pawn.

24. N-N3 NxN

Exchanges favor Black since his end game chances are superior thanks to his queen-side manouver.

25. PxN?

White thought he could profit by the open rook file, but the text move allows a tactical win.

25. . . . . Q-Q2! 26. K-B2

If 26. N-R2, then Q-QR5!; 27. R-R, Q-B7 and the weakness on the white squares would prove fatal for White.

26. . . . . QxP 28. R-R5 Q-K3
27. Q-R P-B3 29. N-R4

Apparently winning back his pawn with advantage, for if 29. .. . Q-K5?; 30. RxQP! However, there is a tactical fly in this ointment.

29. . . . . P-B6!!

Winning at least the exchange.

30. PxP PxP 31. RxQBP

31. BxP or 31. B-K, QxP check would obviously be disastrous.

31. . . . B-N5!

The point. The rook can't move because of . . . BxB followed by QxKPch.

32. QxP BxR 33. BxB P-R5

The rest is a matter of technique plus getting past the forty move time limit.

34. K-B3 QR-B 38. N-B5 RxR
35. B-N4 QxQ 39. BxR R-N
36. RxQ KR-Q 40. P-Q5 R-N4
37. R-QR4 R-R Resigns

Another game:

White: Kit Crittenden Black: Jim Cross

1. P-K4 P-K4 5. P-Q4 P-Q4
2. P-KB4 PxP 6. N-B3 B-K2
3. N-KB3 N-KB3 7. B-K2 P-KN3
4. P-K5 N-R4

Black has a rather original system of development in mind. He plans to castle queen-side and advance the king-side pawns. In addition to this he will play for pressure in the center with . .. P-QB4 and . . . N-QB3. It sounds risky, but the game was played in the last round, and I had to win in order to tie for first place. I played this defence in the recent Metropolitan team matches against Paul Quillen and gained a decisive advantage as follows: White: Paul Quillen, Black: Jim Cross. 1. P-KB4, P-K4; 2. P-K4, PxP; 3. N-KB3, N-KB3; 4. P-K5, N-R4; 5. B-K2, P-Q4; 6. P-Q4, P-QB4; 7. O-O, P-KN3; 8. P-B3, N-QB3; 9. N-K, N-N2; 10. BxP, Q-N3!

8. O-O B-K3 9. B-Q3?

Here and on his next move White wasted valuable time moving his bishop. 9. N-K was more logical.

9. . . . . P-QB4 12. P-KR3 Q-Q2
10. B-N5ch? N-B3 13. BxN?
11. N-K2 P-KN4

Further waste of time, but now that Black is able to hold onto his extra pawn, White's game is already inferior.

13. . . . . PxB 16. N(3)-Q4 BxQBP
14. K-R2 N-N2 17. NxB PxN!
15. PxP P-KR4

Recapturing with the pawn will enable Black to transfer his queen rapidly to the king side where a mating attack is in the offing.

18. P-KN3 N-B4!

The success of this sacrifice depends upon a very closely calculated combination.

19. PxP P-N5! 22. KxP O-O-O
20. N-N3 NxN 23. Q-Q3
21. KxN PxP

The point is that although White makes all perfectly logical moves, he will be one move too late to contest the strategically important KN file.

23. . . . QR-N 26. R-KN R-N6ch!
24. B-K3 BxB 27. RxR PxR dis ch
25. QxB P-R5! 28. K-N2 Q-R2

Decisive.

29. K-B Q-R8ch 30. Q-N Q-B6ch
Resigns.

ord vs. salinas

White: Lev. A. Beliavski Black: Geo. Oakes
Ord Chess Club Salinas Chess Club

IRREGULAR OPENING
(or The Frustrated French Defence)

1. P-K4 P-K3 5. B-K2 KN-K2
2. P-KB4 P-Q4 6. O-O N-KB4
3. P-K5 P-QB4 7. N-QB3 KN-Q5
4. N-KB3 N-QB3

Loss of time. Black should have continued with development.

8. NxN NxN .10. N-K2
9. B-KN4 B-K2

With the intention of exchanging Black's only active piece. But, for the doubled pawns Black gets counter-chances on the open file.

10. . . . . B-Q2 13. B-Q2 Q-N3
11. NxN PxN 14. R-N1
12. P-Q3 R-QB1

White has an interesting future in mind for this rook.

14. . . . . B-QR5

Perhaps meant to weaken White's pawn structure—but, in effect, a loss of time.

15. P-QN3 B-Q2 16. Q-QB1

Thinking of an attack on Black's king's side with 17. P-KB5

16. . . . . Q-QB4 18. P-KN4
17. B-Q1 O-O

Looks like the queen is castled on the queen's side and the king thinks he's a queen.

18. . . . . P-KB4 19. P-KN5 P-KN3

There was nothing to fear on the king's side. Black should have tried to force a decision on the open file on the queen's side: 19. . . . . B-QN4; —or even 19. . . . Q-R6; 20. QxQ, BxQ and Black has more freedom of action.

20. P-KR4 P-KR4??

Fatally weakens the king's side. Moves suggested in the previous note would have been more satisfactory.

21. PxP e.p. BxP 23. R-KR1 B-K2
22. K-N2 R-KB2 24. R-N2

A rather deep move with ideas about shifting to the king's side.

24. . . . . Q-B2 26. Q-N1
25. P-QN4 P-QR4

Threatening 27. PxP and 28. RxP.

26. . . . . P-QR5 30. P-QB3 B-Q1
27. P-QR3 P-QN4 31. PxP B-QN3
28. B-KB3 R-R2 32. K-B1 K-B2?
29. Q-KN1 Q-R2

B-K1 was very necessary—after which Black has the fairly strong move 33. BxP

(Continued on back page)

openings by an expert

petroff's defence

"RUSSICHE PARTIE"

The saying "An attack is the best defence" is the characteristic encountered in this opening. Black allows the loss of his square at K4 and strikes at White's K4. When White enters upon this exchange maneuver the opponent attains equality immediately. The most productive manner of play results from the attractive 3. P-Q4. In no case, however, can White count on a solid center because the fixed pawns vanish from the place of combat too early.

1. P-K4, P-K4; 2. N-KB3, N-KB3

3. NxP?!	P-Q3!(a)	4. N-KB3	NxP	5. P-Q4!	P-Q4	6. B-Q3	N-QB3!=
3. P-Q4!	NxP!	4. B-Q3	P-Q4	5. NxP(b)	B-Q3(c)	6. O-O	O-O(d)
3.	PxP	4. P-K5	N-K5	5. QxP	P-Q4!	6. PxP i.p.	NxQP I.
3. B-B4?	NxP	4. P-Q3(e)	N-B4	5. NxP	P-Q4!	6. B-N3	NxB Adv.
3. N-B3	B-N5	4. NxP	BxN	5. QPxB	P-Q3	6. N-B3	NxP=

CONTINUATION OF EXAMPLES

I. 7. B-KN5!, N-B3!=, or 7. N-B3, N-B3; 8. Q-KB4 Adv.

NOTES

(a) 3. . . . ., NXP? 4. Q-K2!!, N-KB3? (Q-K2 only loses one pawn) 5. N-B6 ch and wins Queen.

(b) Or 5. PXP, N-QB3 6. O-O, B-QB4 7. P-B4, B-K3; 8. PxP, QxP; 9. BxN, QxB=.

(c) P-QB4 is more agressive.

(d) 7. P-QB4, N-QB3; 8. PxP, NxP= (White retains the offensive).

(e) 4. NxP?, P-Q4! Adv.

Henry Grob of Switzerland, the only chess professional of that country, edits numerous chess columns in his native country and lately wrote an opening book titled "Die Eroffnungen in der Schachpatrie."

This work is being translated by Professor Lyman H. Daugherty of San Jose State College.

PROBLEMS

Send solutions by the 25th of the following month to A. J. Fink, 111 Vienna St., San Francisco, Cal.

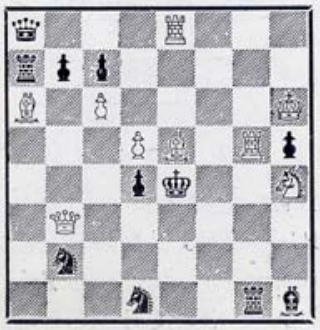
Solution to No. 28—R-QR if PxBP 2. N-N etc. if PxQP 2. N-Q etc. No. 29—R-KR5 if KxN 2. Q-R3ch etc. if N-N4 2. Q-B2ch etc. No. 30—Q-KN! if K-B2 2. Q-R7 etc. if K-K2 2. Q-N7 etc.

Back to two-movers this month and by no means easy.

No. 31—S. S. LEWMANN

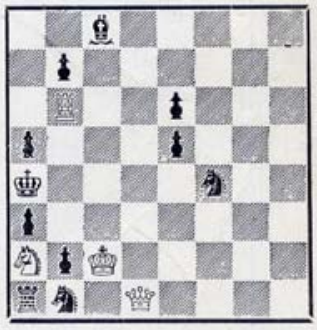
MATE IN TWO

No. 32—V. MARIN



MATE IN TWO

No. 33—F. FIOCATTI



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19th century (*Cont. from page* 48)

PHILIDOR'S DEFENCE

WHITE: Cochrane BLACK: Amateur
(Remove White's QN)

1. P-K4 P-K4 5. PxP P-QB3?
2. N-B3 P-Q3 6. B-Q3 N-Q2
3. P-QB3 B-K3 7. O-O P-KB3?
4. P-Q4 PxP? 8. N-R4!?

Preparing P-KB4 and P-KB4, to facilitate an attack against the Black K-side. However, Black helps matters along a bit.

8. . . . . B-B2 9. P-KB4 P-KN4??

Black had a number of better moves, but the one played results in a chess gem!

10. PxP PxP 11. RxB!

This may seem a little obvious at first glance. But can you see the forced mate ten moves ahead?

11. . . . . KxB

If Black takes the N instead, 12. Q-R5 wins at once.

12. Q-R5ch K-K2

The alternate lines are quite interesting. For example, 12. . . . . K-N2, 13. N-B5ch, K-B3; 14. BxPch, K-K3; 15. P-Q5ch, K-K4 (If 15. . . . . PxP; 16. N-Q4ch, K-K4; 17. B-B6 double ch!, KxB; 18. R-B1ch, and mates in one on 18 . . . . K-N2 or in two on 18 . . . . K-K3); 16. BxQ wins.

Another possibility is 14. QxPch, K-B2; 15. Q-R5ch, K-B3; 16. B-N5ch with the same continuation as in the actual game.

13. N-B5ch K-K3

13. . . . . K-B3 transposes into the previous note.

14. B-B4ch P-Q4 16. BxPch! KxB
15. PxPch PxP

Cochrane now mates in 5, forcing the Black K back home with beautiful precision!

17. Q-B3ch! K-K3

If 17. . . . . K-B5; 18. Q-N3 mate!

18. P-Q5ch! K-B3 20. Q-B7ch K-R3
19. N-Q6dblch! K-N2 21. N-B5 mate

ord vs. salinas (*Cont. from page* 50)

33. Q-N5 B-Q1 34. Q-N1 B-N3

Black is completely unaware of what's coming.

35. B-K3 R-B6??

This move gives White the chance for a pretty combination. 35 . . . . R-KN1 or even 35 . . . . B-K1 would have been adequate.

36. QxP check! KxQ 38. R-N2!! Resigns
37. B-R5 check KxP

39. B-KB7 checkmate is unavoidable!

(ANNOTATED BY Leon Vasu of the Ord Chess Club).

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